

Valentina Castrillon Aguilar

Technical UI/UX Game Designer | Unity Frontend Developer
+573045796633 | valencastrillon2@gmail.com | [LinkedIn](#) | [Portafolio](#)
Cali, Colombia

Analytical and detail-oriented Technical UI/UX Game Designer and Frontend Developer with a foundational background in Industrial Engineering. Specialized in bridging the gap between creative UI layouts in Figma and optimized implementation within Unity using C#. Proven track record in structuring readable HUDs, responsive menu flows, and dynamic feedback systems, leveraging a solid engineering mindset to optimize asset-to-engine pipelines.

TECHNICAL SKILLS

- Game Tech & Design: Unity Engine, C#, UI/UX Canvas Design, Figma, Visual Hierarchy.
- Core Software & Web: JavaScript, Java, Full-Stack Architecture, Git/GitHub, Agile (Scrum).

PROFESSIONAL EXPERIENCE

Sr. Process & QA Analyst | Krika Cosmetics (Jan 2025 – Oct 2025)

- Executed extensive usability, functionality, and process testing layouts to identify flow bottlenecks, ensuring high quality standards and optimizing end-user experiences.

Operations Manager & Tech Lead | Market La Super (Feb 2024 – Jan 2025)

- Led project workflows, scope definitions, and agile synchronization across multidisciplinary teams to ensure efficient software optimizations and system deliveries.

QA Engineer | Industria Alimentaria del Sur S.A.S (Aug 2023 – Jan 2024)

- Analyzed system metrics, functional logic, and quality control pipelines to identify process vulnerabilities and enforce strict compliance protocols.

Project Management Consultant | ENCUBEX Colombia (May 2022 – Aug 2023)

- Provided strategic technical oversight and consulting for project roadmaps, ensuring perfect alignment between architectural constraints and business objectives.

ERP Implementation Specialist | Supertiendas Cañaveral (Apr 2021 – Apr 2022)

- Directed the end-to-end integration and configuration of enterprise software architecture, ensuring robust data flows and flawless technical migration.

PROJECTS

- **Dunk & Dash** | UI/UX Designer & Frontend Programmer | Unity, C#, Figma
- **Oversticked!** | Game Developer & Integrator | Unity, C#
- **Deeper Sweeper** | UI/UX Designer & Integrator | Unity, C#, Figma
- **Fatal Mixture** | Lead UI/UX & Gameplay Frontend Developer | Unity, C#, Figma
- **Toxic Delicacies** | UI/UX Designer & Integrator | Unity, C#, Figma
- **The Lost Palette** | UI/UX Designer & Frontend Programmer | Unity, C#, Figma

LANGUAGES

English (B2) | Portuguese (B1) | Spanish (Native)

EDUCATION

Unity Developer | BackEnd Developer | OCI Associate | FullStack Developer | QA Tester | Industrial Engineer